Map Out

Overview:

New lands, comprised of various environments, have been discovered! You and several other rulers already have begun to vie for power and development rights of the land. You must expand and plot out the infrastructure of your future empire, struggling with your adversaries and nature itself!

The goal of this game is to gain points by connecting tiles while making sure not to connect opposing biomes!

Setup:

Separate all cards into their 4 respective piles and shuffle. Deal each player 1 End Tile **(A)** and 1 Split End Tile **(B)**. Place both types of End Tiles face up in front of you. Deal each player 3 Road Tiles **(C)**. Keep your Road Tiles hidden in your hand. Place both Starting Tiles **(D)** in the center of the board.

Assign one player to be scorekeeper and track the scores.

Placement:

Tiles have two elements that limit how they can be placed, their **Road** and their **Biome**.
Roads connect tiles together and form a network.
Roads must be connected to other Roads.
A tile is **locked** if it is connected by two or more Roads.
End Tiles are always locked.

Biomes are the color of the tiles behind the Roads. Some Biomes can not be placed next to each other. Desert and Arctic Biomes *can not be placed next to* each other.
Meadows and Swamp Biomes *can not be placed next to* each other.

The example below is illegal as it breaks both Road and Biome placement rules.
1. It does not connect with the Swamp and Arctic tile's Road above it.
2. Desert and Ice tiles can never be adjacent to each other.

COMPONENTS

(A) End Tile (x4)	(B) Split End Tile (x4)
*End Tiles have 1 connection and can **not** be moved after being placed.* *Regular End Tiles have one Biome.*	*Split End Tiles have 1 connection and can **not** be moved after being placed.* *Split End tiles have two Biomes on them.*

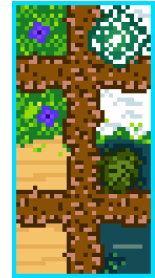| (C) Road Tile (x24)	(D) Starting Tile (x2)
Road Tiles have 3-4 open connections. *They can have more than one Biome.*	*Starting Tiles have 6 open connections.* *They are divided into the four Biomes.*

Gameplay:

In a players turn they get to:
1. Disconnect, move, and reconnect a tile that is not **locked** and has already been played.
2. Play and connect either a tile from their hand or one of their face-up End Tiles.

You are allowed to reconnect the disconnected tile after playing a hand or End Tile.
A player *must* play a tile if able.

After taking their turn the player **tells the tally master their score, draws a tile (even when playing an End Tile), and finishes their turn**. Players proceed clockwise.

Scoring:

1. Road tiles

For Road Tiles, every connection that shares at least one common Biome border is worth 1 point.

In this example, a player places their Arctic and Meadows tile, granting them 1 point. Even though two Biomes match, the connection is still only worth 1 point.
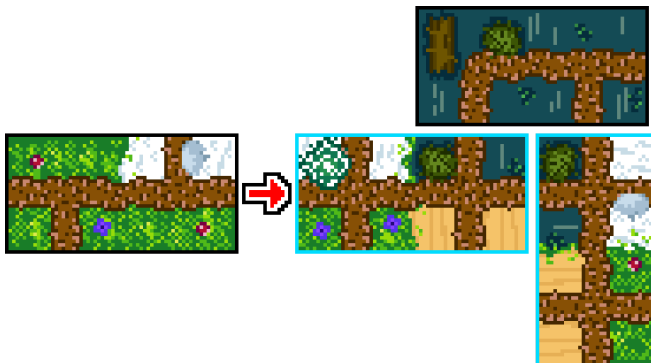
2. End tiles

For End Tiles, every connecting tile that shares the End Tile's Biome and is connected to the network is worth 1 point, including the End Tile itself.

In this example, playing a Split End Tile here grants a total of 4 points. 3 come from the connected Desert tiles and 1 from the Swamp side of the End Tile. No points are gained from the bottom tile, as neither the Desert or Swamp Biome is continuously connected to the Split End Tile.
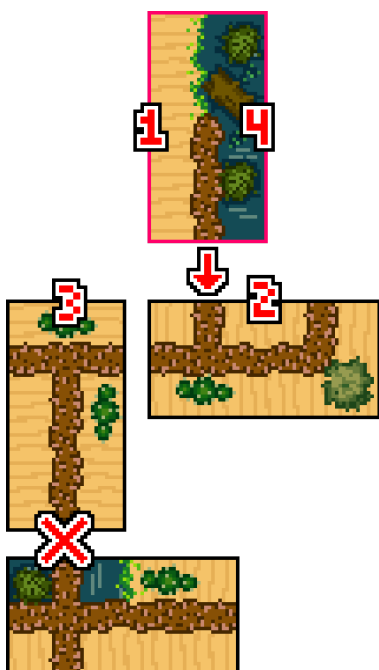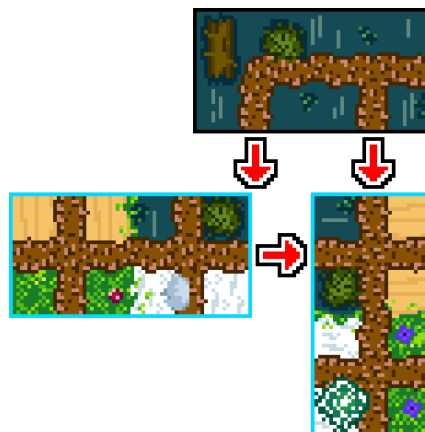

Start of Game:

The oldest player begins the game. They may move and connect the Starting Tiles and play a tile from their hand.

Here is an example of the **first turn of a match**: *The Starting Player* begins by connecting the two Starting Tiles, granting them 1 point. They then connect their Swamp tile, granting them 2 more, and **locking** all of the pieces.

End of Game:

The game ends when every player has played their last tile or when no legal moves can be made. The player with the most points wins!

Extra Tiles for Help:

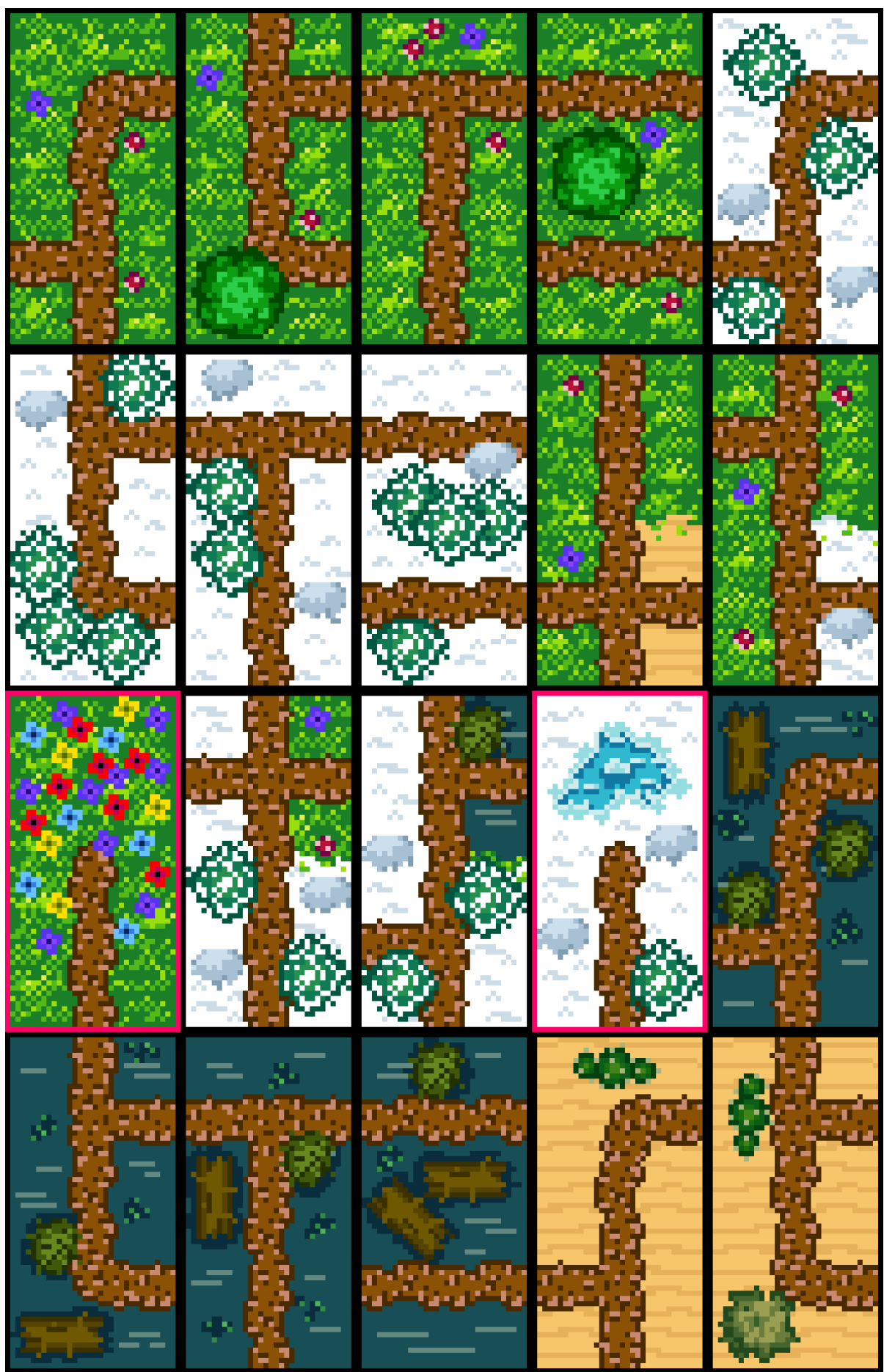Included in the tiles are two "How-To" cards that serve as good reminders throughout the game.

Keeping them nearby can prove very helpful as a quick-reference for which Biomes dislike each other, what actions you can take in a turn, and how to score each turn.
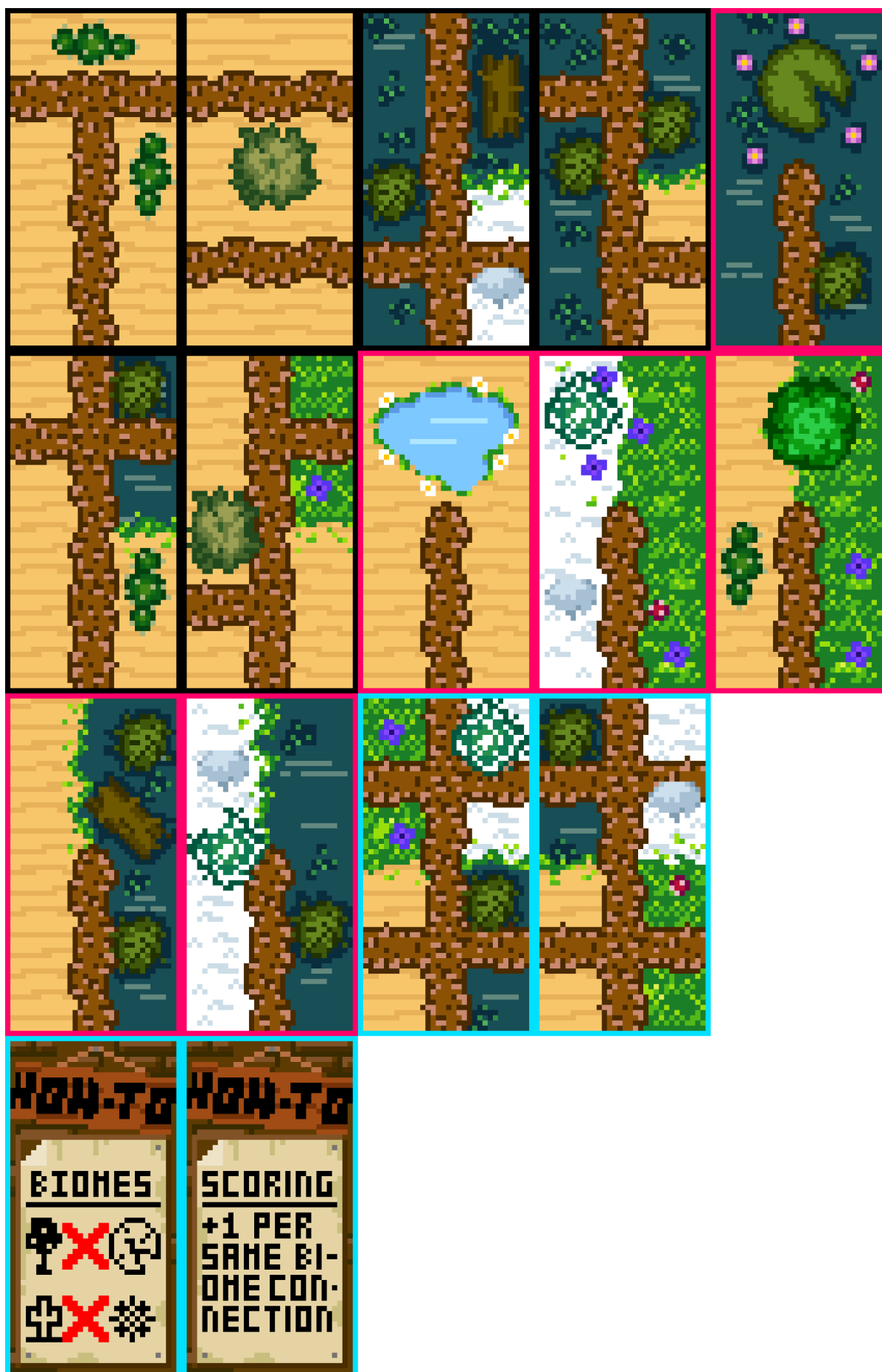

Credits:

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